"RELAYS"

INDEX	NO	COIL	TYPE	CONTACTS	USE
3F	A	R28-5	MRG	2C	ALTERNATING RELAY
14E	B	R20-4	MRG	5A,3B	CHANGE PLAYERS & ADD BALL PLAYED RELAY
4E	C	R20-4	MRG	5A	5 POINT RELAY
15F	D	R20-4	MRG	6A,1B	RESET RELAY
16E	E	A-3294	"BC"	5A	REPEAT BUTTON RELAY
14E	F	R10-4	MRG	4A,1C	HOLE RELAY
4E	G	R20-4	"C"	3A	20 POINT RELAY
11E	H	A-3698	MRG	1A,2B,1C	SCK HOLD RELAY
9E	J	A-3891	INTERLK	2C	CAPTIVE BALL
9E	JJ	A-3891			
16E	K	A-3294	"AC"	4A	COIN CHUTE
5E	M	R20-4	"AC"	4A	10 POINT RELAY
5E	N	R20-4	"AC"	5A	100 POINT RELAY
11E	O	R20-4	MRG	1A,1B,4C	1ST & 2ND PLAYER [illegible] TOTAL RELAY
14E	P	R28-5	MRG	1A,1B,4C	1ST & 2ND PLAYER ADDING CONTROL RELAY
7E	U	R20-4	"AC"	5A	100 POINT RELAY
15E	W	A-3698	MRG	1C	1ST K HOLD RELAY
4E	S	R20-5	MAG	3A,3C	HOP BUMPER CONTROL RELAY
11E	T	A-1084	MAG	1B	TILT RELAY
6E	U	R28-4	"AC"	4A	TOP POP BUMPER RELAY
2E	V	R28-4	"AC"	4A	BOTTOM POP BUMPER RELAY
16E	W	A-3294	"BC"	4A,2B	EXTRA CHUTE RELAY
4E	Z	R20-4	"AC"	3A	30 POINT RELAY

"BANK"

INDEX	NO	COIL	CONTACTS	USE
3E	Z	A-1118	2A,1B	2ND PLAYER THOUSANDS RELAY
3E	S	A-1118	2A,1B	1ST PLAYER THOUSANDS RELAY
11E	T3	A-1118	1A,3B,1C	1ST PLAYER TILT RELAY
11E	T2	A-1118	2A,3B,1C	2ND PLAYER TILT RELAY
13E	P3	A-1118	3A,3B	2ND PLAYER RELAY
5E	Z3	A-1118	2A,1B	1ST BALL RELAY
5E	Q3	A-1118	1A,2B	GAME OVER RELAY
13E	Q2	A-1118	2A,1B,2C	START RELAY
5E	Y3	A-1118	2A,2B	LAST BALL RELAY

"OTHER COILS USED"

REPLAY UNIT DRIVE COIL (A-1496)
SUBTRACT COIL (A-5194)
UNITS, TENS & HUNDREDS UNIT DRIVE COILS (A-5193)
BALLS PLAYED UNIT DRIVE COIL (A-496)
RESET COIL (A-5194)
0-9 UNIT DRIVE COIL (A-1496)
KNOCKER COIL (A-543)
TENS & HUNDREDS BELL COILS (A-543)
POP BUMPER COILS (A-4893)
PLUMPER COILS (A-514)
BALL RELEASE COIL (A-5195)
KICKING RUBBER COILS (A-5194)
CAPTIVE BALL CHECK COIL (A-5195)
BANK SETUP COIL (A-5196)
MOTOR 1G 1C

"WORD ABBREVIATIONS"

R O. = ROLLOVER
POS. = POSITION
SW = SWITCH
SUBT = SUBTRACT
ADJ = ADJUSTABLE
SPEC = SPECIAL
SEQ = SEQUENCE

"COLOR CODE ABBREVIATIONS"

BL - BLUE	SL - SLATE
BR - BROWN	YEL - YELLOW
BLK - BLACK	WH - WHITE
GR - GREEN	MAR - MAROON
OR - ORANGE	PUR - PURPLE

EXAMPLE
BL. WH - BLUE WITH A WHITE TRACER.
BL. & WH - BLUE AND WHITE MOTTLED.

MOTOR SWITCH POSITIONS

POSITION	A	B	C	D	E	F
#1	2A Position	1B	2A, 1B 1st Position		1A, 1B	1A
#2		3B	2A, 1B 1st, 2nd Pos.			
#3		1B		1A		1A
#3½		BRAKE				
#4		1B	2A, 3A 2nd Position			1A

OPERATOR PLEASE NOTE:
THE PURPOSE OF ALL THE ADJUSTMENTS ON THIS GAME ARE TWOFOLD: FIRST THAT THE PLAYER RECEIVES THE PROPER AMOUNT OF AMUSEMENT FOR THE COIN INSERTED, AND SECOND THAT THE OPERATOR RECEIVES A FAIR RETURN ON HIS INVESTMENT.

FLYING CIRCUS

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